

GAME DEVICE AND CONTROL METHOD THEREFOR

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Abstract

PROBLEM TO BE SOLVED: To provide a game device and a control method capable of realizing a strategic match by simultaneously executing plural commands inputted by a player and plural commands inputted by an opposite player.

SOLUTION: An initial screen is displayed at a CRT 103 (S201), and corresponding to a save information recorded in a memory cartridge 113 and a program step recorded in a CD-ROM 110, etc., a screen for indicating map is displayed at the CRT 103 (S202). Whether or not a fighting is started is judged (S203), a game is turned to be in a fighting mode and changed to the screen on which a character operated by a user and an opposing character fight is performed (S204). The game ends in the case that the operation of ending the game is performed by the user. In the other case, a step S202 is advanced and the game is continued (S205).

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